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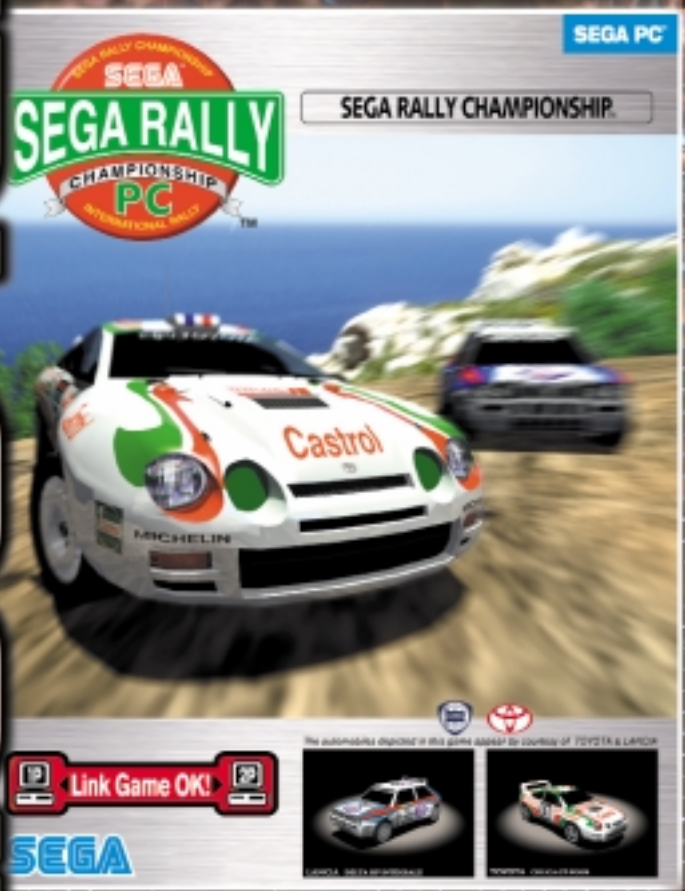

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INTERACTIVE

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GETTING STARTED

Sega Rally Championship will run under Windows®95/98. Please read the Readme.txt file first to check for any last minute enhancements.

INSTALLATION

To play Sega Rally Championship:

1. Place the Sega Rally Championship CD in the CD-ROM drive, label side up, and close the tray.
2. After a few moments, a dialog box will appear, giving you a choice of options.

The first time you insert the Sega Rally Championship CD-ROM, the dialog box will give you the options of installing the game, or installing and playing the game.

3. Select Install to begin the installation process. If you do not wish to install Sega Rally Championship at this time, select Exit.

Under Windows® 95/98, the Sega Rally Championship installation procedure analyzes your specific system configuration and loads the appropriate drivers for your sound card and video display card. In addition, Sega Rally Championship will create a new program group called Sega Rally Championship and place the Sega Rally Championship program icon in that group.

GAME CONTROLS

You can play the game using the Keyboard (single or two player), a standard Game Pad, SideWinder Game Pad, a Steering Wheel or a Joystick.

Change Controls (F5)

Pressing F5 allows you to change your input device and assign different keys and buttons to suit your style of play.

KEYBOARD CONTROLS

Player 1

DURING THE GAME

Steering	**Arrow Keys Left/Right**
Shift Gear Up	**Arrow Key Up**
Shift Gear Down	**Arrow Key Down**
Accelerate	**Num 0**
Brake	**Num 1**
Change View	**Num 4**
Exit	**Enter**
Pause/Restart	**F3**

MODE SELECT

Cursor Controls	**Arrow Keys Left/Right/Up/Down**
Confirm Buttons	**Enter Key** or **Num 0**
Cancel Button	**Num 0**

Player 2

DURING THE GAME

Steering	**A / D Keys**
Shift Gear Up	**W Key**
Shift Gear Down	**S Key**
Accelerate	**N Key**
Brake	**B Key**
Change View	**H Key**
Exit	**Spacebar**
Pause/Restart	**F3**

MODE SELECT

Cursor Controls	**Arrow Keys Left/Right/Up/Down**
Confirm Buttons	**B Key** or **Spacebar**
Cancel Button	**N Key**

PC GAME PAD

DURING THE GAME

Steering	**Directional Buttons Left/Right**
Shift Gear Up	**Directional Button Up**
Shift Gear Down	**Directional Button Down**
Accelerate	**Button 1**
Brake	**Button 2**
Change View	**Num 4**
Exit	**Enter**
Pause/Restart	**F3**

MODE SELECT

Cursor Controls	**Directional Buttons Left/Right/Up/Down**
Confirm Button	**Button 2**
Cancel Button	**Button 1**

JOYSTICK

DURING THE GAME

Steering	**Joystick Left/Right**
Shift Gear Up	**Joystick Up**
Shift Gear Down	**Joystick Down**
Accelerate	**Button 1**
Brake	**Button 2**
Change View	**Num 4**
Exit	**Enter**
Pause/Restart	**F3**

MODE SELECT

Cursor Controls	**Joystick Left/Right/Up/Down**
Confirm Button	**Button 2**
Cancel Button	**Button 1**

MICROSOFT SIDEWINDER GAME PAD

DURING THE GAME

Steering	**Directional Buttons Left/Right**
Shift Gear Up	**Button R**
Shift Gear Down	**Button L**
Accelerate	**Button B**
Brake	**Button A** or **C**
Change View	**Button X, Y** or **Z**
Exit	**Start Button**
Pause/Restart	**F3**

MODE SELECT

Cursor Controls	**Directional Buttons Left/Right/Up/Down**
Confirm Buttons	**Button A** or **C**
Cancel Button	**Button B**

STEERING WHEEL

DURING THE GAME

Steering	**Wheel Left/Right**
Shift Gear Up	**Shift Up**
Shift Gear Down	**Shift Down**
Accelerate	**Right Pedal**
Brake	**Left Pedal**
Change View	**Button 4**
Exit	**Enter** or **Button 3**
Pause/Restart	**F3**

MODE SELECT

Cursor Controls	**Wheel Left/Right** or **Shift Up/Down**
Confirm Buttons	**Right Pedal** or **Button 3**
Cancel Button	**Left Pedal**

Joystick/PC Game Pad Calibration

We recommend using a PC game pad or a joystick with this game.
Both the PC game pad and the joystick must be calibrated before use or you will not be able to control the car properly.

LET'S GET RACING!

- You should have already installed the game (see above).
- Insert the CD-ROM in the drive, you will be given the option to Play, Uninstall or Exit. Click Uninstall if you wish to remove Sega Rally Championship from your system, or Exit to take no action.
- Select Play and the game will load.
- Press the Confirm key/button at the Title screen demo (when prompted) to go to the Main Menu screen.

MAIN MENU SCREEN

The Main Menu screen is where you select the type of game you want to play and where you change all game/car settings. Highlight a game option with the up/down controls, and press your Confirm key/button to select.

ARCADE MODE

Play Sega Rally Championship in Arcade Mode. If you select this option you will go to Select Game screen.

Select Game

Choose to race in a Championship or to Practice your driving.

CHAMPIONSHIP

Here you'll compete against 14 other computer-controlled cars over three different courses: **DESERT (Easy)**, **FOREST (Medium)**, and **MOUNTAIN (Expert)**. The goal is to complete all the courses before time runs out.

PRACTICE

Choose one of the courses: **DESERT (Easy)**, **FOREST (Medium)**, and **MOUNTAIN (Expert)**, and compete against one rival car controlled by the computer. Try to complete three laps **(DESERT course)** or two laps **(FOREST and MOUNTAIN courses)** within the time limit.

Select Car

Press the left/right controls to cycle through the different car models and transmission types. Press your Confirm key/button to select.

Select Course

Press the left/right controls to cycle through the courses. Press the Confirm key/button to select.

Arcade Game Screen

1. **Total time** of all laps so far
2. **Lap Time**: the number of laps completed and the time for each lap
3. **Tachometer**: Shows RPMs
4. **Gear**: Shows the gear your car is currently in
5. **Speedometer**: Shows the current speed of your car
6. **Time Counter**: Shows how much time is left. When the counter reaches zero, the game is over. If you pass a checkpoint before it reaches zero, you gain extra time.
7. **Position/Number of Cars**: Shows the current position of your car and the number of cars in the race.
8. **Best Time**: Shows the 3 best total times.

Game Over and Name Entry

If you don't pass a checkpoint before the counter reaches zero, the game is over. If your total time is within the best 16 times in Championship mode, or the best 8 times in Practice mode, you can input your initials. Select <End> once you've entered your name or < to make corrections.

If you cross the finish line before the time expires, the word Replay appears on the ranking display screen after name entry is complete. Select Yes or No to view the replay.

Using the Exit Menu

Press the Enter Key to pause, restart or exit the game during play.

TIME ATTACK MODE

Unlike Arcade Mode Time Attack has no time limit. In addition to the two cars that are used in Arcade Mode, you can also use cars that you have created using the Car Settings option (see below).

Select Car

Press the up/down controls to cycle through the list of cars, and press Confirm to enter a selection. Select AT (automatic) or MT (manual transmission).

Select Course

Choose the course you want to race on from: **DESERT (Easy)**, **FOREST (Medium)**, and **MOUNTAIN (Expert)**.

Select Lap

Choose either a 3 Lap Race or the Free Run option.

Time Attack Game Screen

1. **Total Time**: Shows the total time of all laps so far
2. **Lap Time**: Shows the number of laps completed and time for each lap
3. **Tachometer**: Shows RPMs
4. **Gear**: Shows the gear your car is currently in
5. **Speedometer**: Shows the speed of your car
6. **Car Model/Transmission**: Shows the car and transmission type
7. **Fastest Lap**: Shows the fastest lap time for each make and transmission type
8. **Best Time**: Shows the three best total times
9. **Course Record**: Shows the fastest lap for the course so far

Name Entry

If you score one of the five fastest total times for your course, car and transmission type or if you manage to get the fastest lap time you can enter your initials here. When entering your initials, press the up/down controls to cycle through the characters, and press Confirm to select. You can input up to three characters. When you are done, select End. To make corrections, select <.

Results Display

In 3 Lap Mode, the results screen appears after you complete the three laps.

The final total time, lap time, new best time, fastest lap, and course record are shown here. If you complete the three laps within ten minutes, you can choose to watch a replay.

Ending a Free Run Game

You can continue a Free Run game indefinitely. To end the game, press your Confirm key/button and you will open the Exit Menu.

Ghost Car

If you complete all the laps in 3 Lap Mode within 4 minutes and 10 seconds, a ghost car will appear in the next 3 Lap game. The ghost car replicates the fastest race so far in terms of total time. Ghost car data is automatically saved onto your hard disk.

TWO PLAYER BATTLE MODE

In this mode, two human players battle it out against each other in split screen mode. In addition to the two cars you can use in Arcade Mode, you can also use cars created in Car Settings.

Select Car

Choose a car and a transmission type: AT (automatic) or MT (manual transmission).

Select Course

Choose a course: **DESERT (Easy)**, **FOREST (Medium)**, and **MOUNTAIN (Expert)**.

Lap/Time Lag

In a 3 Lap or 5 Lap race, you can delay the start of one of the cars by between 1to 30 seconds (to give the other car a head start).

If Time Lag is selected, set the time difference (1 to 9 seconds) by pressing the up/down controls.

Slower Car Boost

Set Slower Car Boost on or off to help a slower car get up in race contention.

Two Player Battle Game Screen

In the Two Player Battle, both the Player One and Player Two game screens are displayed on the monitor simultaneously. The upper half of the screen is Player One and the lower half is Player Two. A First Flag is displayed next to the player in the lead and a comparison time is shown to the player in second place after passing a checkpoint. The screen also shows a Time Difference: if the time difference between the two racers exceeds the time shown here, the game is over and the player with the slower time loses.

LINK GAME MODE

This is an original PC mode for two networked players. Each player needs a copy of the software to play the game. The only mode that can be selected for a networked game is Link Game Mode.

During Link Game play, the only function that can be selected from the menu bar is Exit Game (Alt+F4). Please make any selections or changes in the menu before entering Link Game mode.

In Link Game mode you must choose either Waiting for Opponent or Requesting Opponent.

Waiting for Opponent

1. Start the game, then press the F9 key (or select Link Game from the Mode Select screen) to open the Link Game window. You can select Cancel at this point to return to a normal game.

2. Select the type of game play connection from:

IPX CONNECTION FOR DIRECT PLAY:

Select this to play in an SPX/IPX compatible LAN. (Requires an SPX/IPX compatible LAN environment.)

INTERNET TCP/IP CONNECTION FOR DIRECT PLAY:

Select this to play in a TCP/IP compatible LAN. (Requires a TCP/IP compatible LAN environment.) You should arrange the exact time that you will contact your opponent's modem in advance.

MODEM CONNECTION FOR DIRECT PLAY:

Select this to play over telephone lines using a modem. You need a modem compatible with Windows 95/98 with a speed of at least 9600 bps and ideally over 14400 bps. You should arrange the exact time that you will contact your opponent's modem in advance.

SERIAL CONNECTION FOR DIRECT PLAY:

Select this to play using the serial port to directly connect PCs. You need a serial connection cable to establish a direct connection between PCs.

1. When you select Internet TCP/IP Connection for Direct Play, the IP addresses of players requesting opponents are displayed in Games Currently Available.
2. Input your name into ALIAS. If you have previously inputted a name, you do not need to input it again.
3. The names of players requesting opponents are displayed in Games Currently Available. Select Waiting for Player to Join Game. If using a modem, select Dial a New Number.
4. Click on OK.
5. The Waiting window opens, and your computer starts trying to contact your opponent's computer.
6. When the connection is made, your opponent's name appears in the Waiting window. If the connection fails, click on Cancel.
7. Click on OK to start playing. Click on Cancel to return to the Link Game window.

Requesting Opponent

1. Start the game, and then press the F9 key (or select Link Game from the Mode Select screen) to open the Link Game window. You can select Cancel at this point to return to a normal game.
2. Select the type of game play connection from:

   IPX CONNECTION FOR DIRECT PLAY
   INTERNET TCP/IP CONNECTION FOR DIRECT PLAY
   MODEM CONNECTION FOR DIRECT PLAY
   SERIAL CONNECTION FOR DIRECT PLAY

3. When you select Internet TCP/IP Connection for Direct Play, the IP addresses of players requesting opponents are displayed in Games Currently Available. Input the IP address of the opponent you wish to play.
4. Input your name into ALIAS. If you have previously inputted a name, you do not need to input it again.
5. The names of players waiting for opponents are displayed in Games Currently Available. Select the opponent you wish to play, and click on OK to go into Wait Mode. To play over the phone lines, select Dial a New Number.
6. If you select Dial a New Number, the telephone number screen appears. Input your opponent's telephone number into the Phone Number column, and press Dial.
7. When your opponent has established the connection, the game begins. (In this case you are Player 2.) If the connection is not established, you return to the Link Game window.

When playing a Link Game using a LAN, there may be occasional slow-downs in the game speed, or interruptions of the game due to lapses in the LAN connection.

When playing a Link Game, both players use the standard Player One controls. Please refer to Game Controls (above) for details.
For Car Select, Course Select, Lap Select, or Game Screen see above.

CAR SETTINGS

The Car Settings option allows you to set up cars in the way you want. In the Car Select screen, select New Car, and then choose the type of car you want to adjust and you will go to the Settings adjust screen.

When changing the settings for an existing car, select CAR A to D to go to the Car Settings screen.

Changing Settings

Press the up/down controls to highlight settings, and left/right to make changes in the highlighted setting from:

TRANSMISSION:
Select AT (automatic) or MT (manual) transmission.

HANDLING
Set the degree of handling sensitivity. The higher the setting the more sensitive the car handling.

TYRES
Select tyres from soft to hard. The higher the number shown, the harder the tyres.

FRONT SUSPENSION
Set how stiff the front suspension will be. The higher the number, the stiffer the suspension.

REAR SUSPENSION
Set how stiff the rear suspension will be.

BLOW OFF VALVES
Changes the sound made when releasing the accelerator.

Save

Save the settings for the car you created in Car Settings. The first time you save, nothing is displayed on screen. Each time you save, the car saved is assigned a name, CAR A, B, C or D. If you select a car already in use, the previously saved data will be overwritten.

Select Exit to return to the Main Menu screen.

RECORDS

Select Records in the Main Menu to access the different game records screens. Scroll throughout the pages by pressing Page Up or Page Down keys.

When 'Press Enter for Replay' is displayed on-screen, you can watch replays of any records whose time displays are shown in yellow.

OPTIONS

Select Options in the Main Menu to enter the Options screen. Use up/down/left/right to make changes to the following:

Handling

Change the handling of the cars from slow to quick (not in Arcade Mode).

Difficulty

Change the difficulty level of Championship Mode

Championship

Change the number of laps for courses in Championship Mode.

Arcade Time Compare

When this is ON, the time difference between the current lap and the best lap is displayed.

Time Attack Ghost Type

Select OFF if you don't want the ghost car to appear or choose a ghost type from A to F.

Time Attack Time Compare

When this is ON, the time difference between the current lap and the best lap (in 3 Lap race), or the fastest lap (in Free Run) is displayed.

Sound Options

Sample the sound effects used in the game and change sound settings.

BGM SELECT

Select the Background Music for each course in Practice and Time Attack Modes.

BGM TEST

Listen to the Background Music. Press the Confirm key/button to play.

S.E. TEST

Listen to the Sound Effects. Press the Confirm key/button to play the track.

VOICE TEST

Listen to the Speech used in the game. Press the Confirm key/button to listen.

Select Exit to return to the previous screen.

USING THE EXIT MENU

Press the Enter Key to pause the game during play and bring up the Exit menu. Here you can restart the paused game; end the race and return to the beginning of the mode you were playing or restart the race from the beginning.

COURSES

Desert

A course with an African safari theme and a great place for wild animals, but a tough and inhospitable environment for rally drivers with many rough roads.

Forest

A course based on Yosemite National Park in the USA, mountainous, combining paved and dirt roads winding through a deep forest.

Mountain

Based on the island of Corsica, this is the most difficult course, combining charming street scenes and winding coastal roads. The terrain is mountainous, and although most roads are paved, they are narrow and run right up to the edge of the sea.

DRIVING TECHNIQUES

Handling

It is often hard for beginners to keep the car on course when going around corners. This is caused by oversteering or by suddenly turning the steering wheel in the opposite direction. If you start to lose control of the car, keep your head and slow down, easing off on the accelerator.

Taking Corners

When taking corners in everyday driving, it's normal to slow down at the start of a corner. But when racing, you should let your rear tyres slide outward, using centrifugal force to max out your speed, while keeping your front tyres pointed towards the inside of the curve. If you continue turning the wheel at the same angle, you'll end up oversteering, and may end up in a spin. To make sure this doesn't happen, when your back tyres begin to slide, turn the wheel

in the direction of the spin. This will equally distribute the centrifugal force over all four tyres. The car won't follow the line of the curve exactly, but you'll be able to take it without losing much speed, and prevent the car from drifting.

Reducing Speed

There are four different ways to reduce speed.

Use the brake

Release the accelerator

Shift Down

Turn the wheel

- Braking reduces speed quickly, so this is a good way to slow down when going into sharp corners.
- Releasing the accelerator allows you to make fine adjustments to your speed, so it's the most frequently used method of slowing down.
- Shifting into a lower gear reduces speed about the same amount as releasing the accelerator. Speed decreases a set amount for each gear, meaning that you can easily switch into a certain speed and maintain it. This is useful when taking a series of curves.
- Turning the wheel reduces speed the least but it is a good technique for gentle curves.

Try out all of these techniques to improve your racing skills.

NAVIGATION MARKERS

You have a co-driver in your rally car who alerts you to the road conditions. As he announces what kind of turn or hazard you are approaching, a sign appears on the game screen with arrows to show curve direction or severity. The signs are all colour coded: easy (blue sign), medium (yellow), or caution(red).

THE MENU BAR

There are three options on the menu bar at the top of your screen: Game, Setting and Help. If you are using full screen mode, click on the mouse or press the F3 key to pause the game and bring up the menu bar.

Game

Click on Game to:

RESTART GAME (ALT+F2)
Restart the game.

RESTART RACE (ALT+R)
Restart the current race from the beginning.

PAUSE GAME (F3)
Pause the game, or restart a paused game.

EXIT GAME (ALT+F4)
End the game.

Setting

Click on Setting to make the game settings options pull-down menu appear.

Full Screen (F4)

Select Full Screen to use the whole screen when playing the game.
When this is selected, the menu bar is not shown. Click on the mouse to make the menu appear.

Change Control (F5)

This lets you change your input device and assign key and button functions. When several input devices are connected, choose which you want to use here. Remember when using a PC Game Pad or Joystick, you must calibrate them before you play.

Change Screen:

Change the screen resolution and colours. Choose from the following four options:

- **320 x 240 16 bit (8 bit when Full Screen is selected)**
- **640 x 480 16 bit (8 bit when Full Screen is selected)**
- **320 x 240 16 bit**
- **640 x 480 16 bit**

8 bit color can only be used when Full Screen is selected, not in Window Mode. 640 x 480 16 bit color offers the best picture quality, but may slow the game down. 320 x 240 8 bit color has lower picture quality, but the game will run faster on some computers.

Help

Click on HELP in the Menu to access the Sega Rally Championship Help File. Click on the topic you wish to obtain information on. You can also press the F1 key to access the Help File.

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